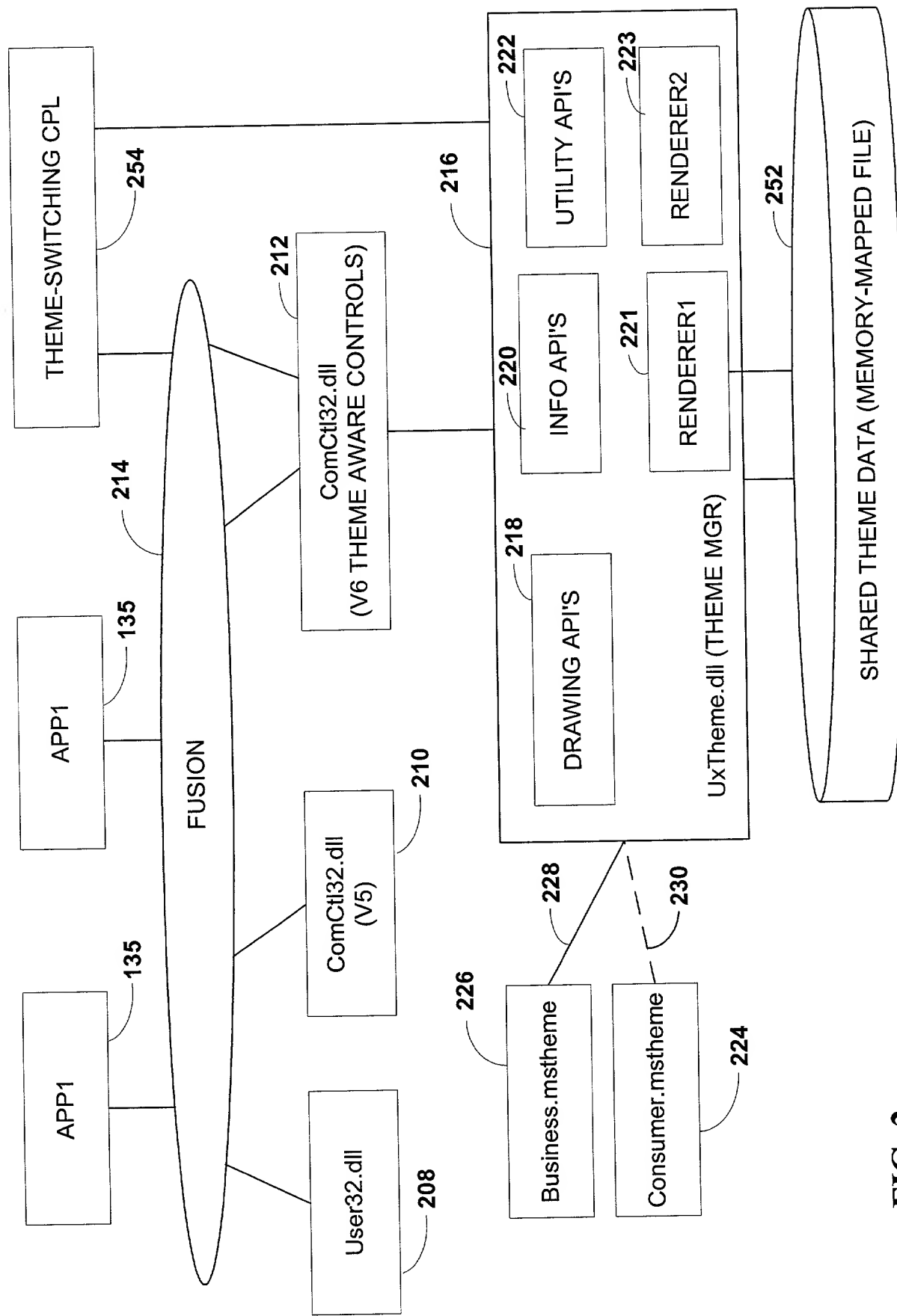


FIG. 1



**FIG. 2**

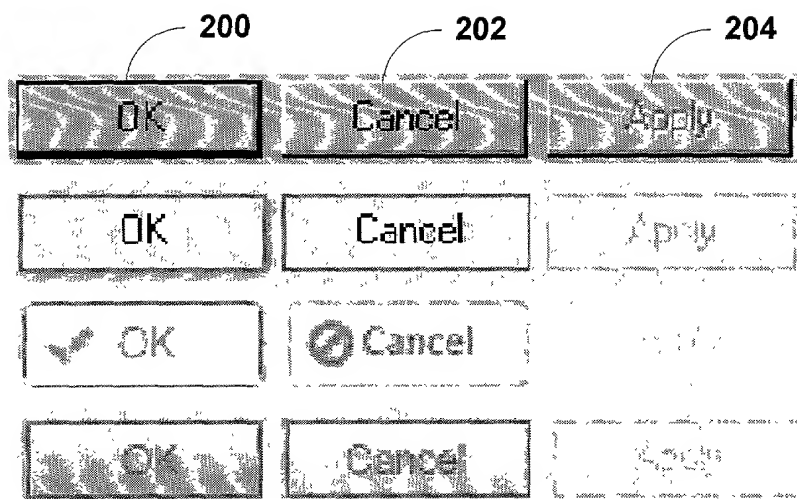


FIG. 3

FIG. 4 is a block diagram of a computer system 100. The system includes a processing unit 120, system memory 130, and various input/output devices. The system memory 130 is divided into system memory (ROM) 131, BIOS 133, (RAM) 132, operating system 134, application programs 135, other program modules 136, and program data 137. The processing unit 120 is connected to a system bus 121, which in turn connects to a non-volatile memory interface 140, a removable non-volatile memory interface 150, and a user input interface 160. The non-volatile memory interface 140 is connected to non-volatile memory 141, which includes application programs 144, other program modules 146, and program data 147. The removable non-volatile memory interface 150 is connected to removable non-volatile memory 151, which includes application programs 152, other program modules 154, and program data 155. The user input interface 160 is connected to a keyboard 162 and a mouse 161. The processing unit 120 is also connected to a video interface 190, an output peripheral interface 195, and a network interface 170. The video interface 190 is connected to a monitor 191. The output peripheral interface 195 is connected to a printer 196 and speakers 197. The network interface 170 is connected to a local area network 171 and a wide area network 173. The wide area network 173 is connected to a remote computer 180, which is also connected to a modem 172. The remote computer 180 is connected to a keyboard 181 and a mouse 182. The system 100 is also connected to remote application programs 185.

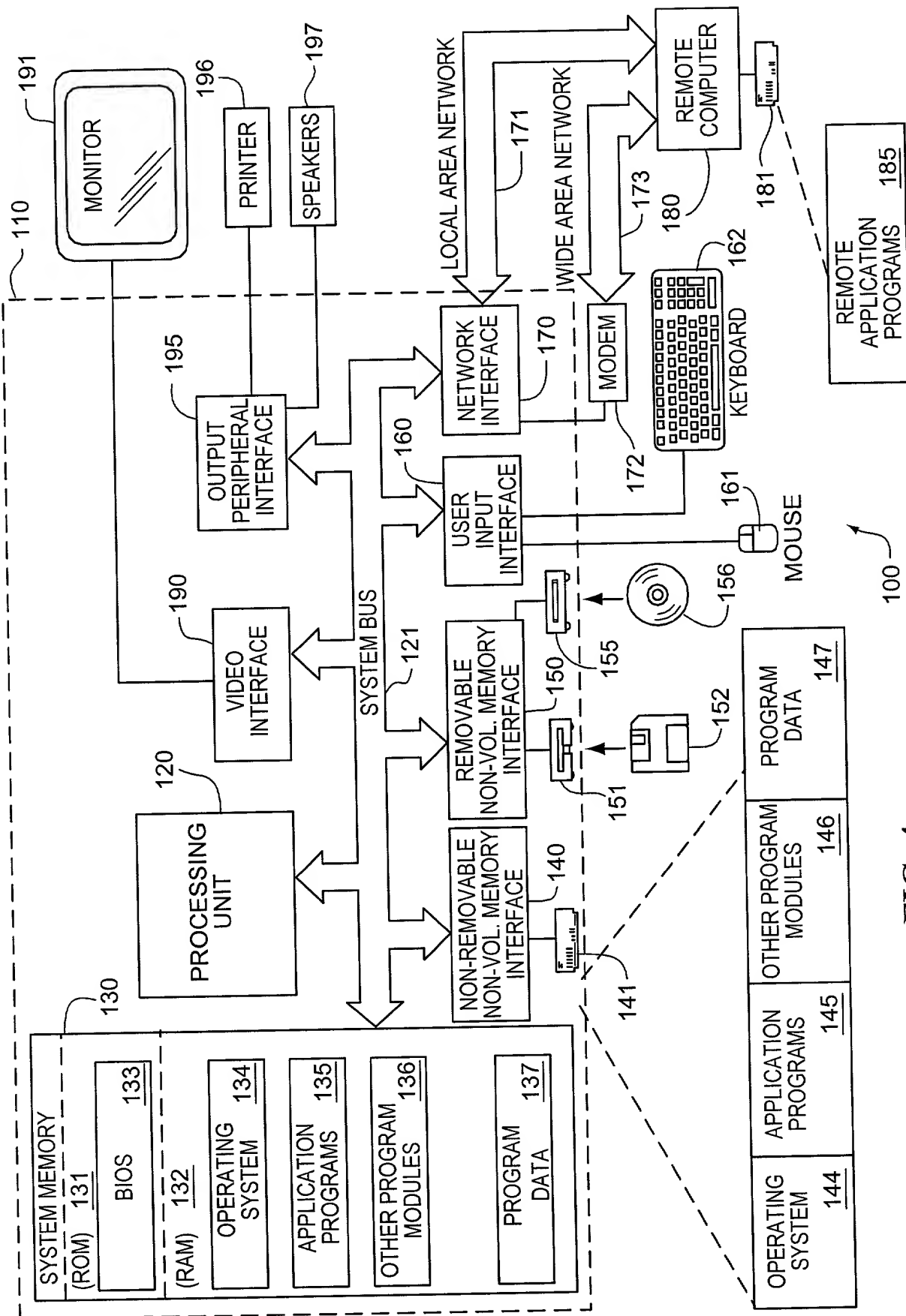


FIG. 4

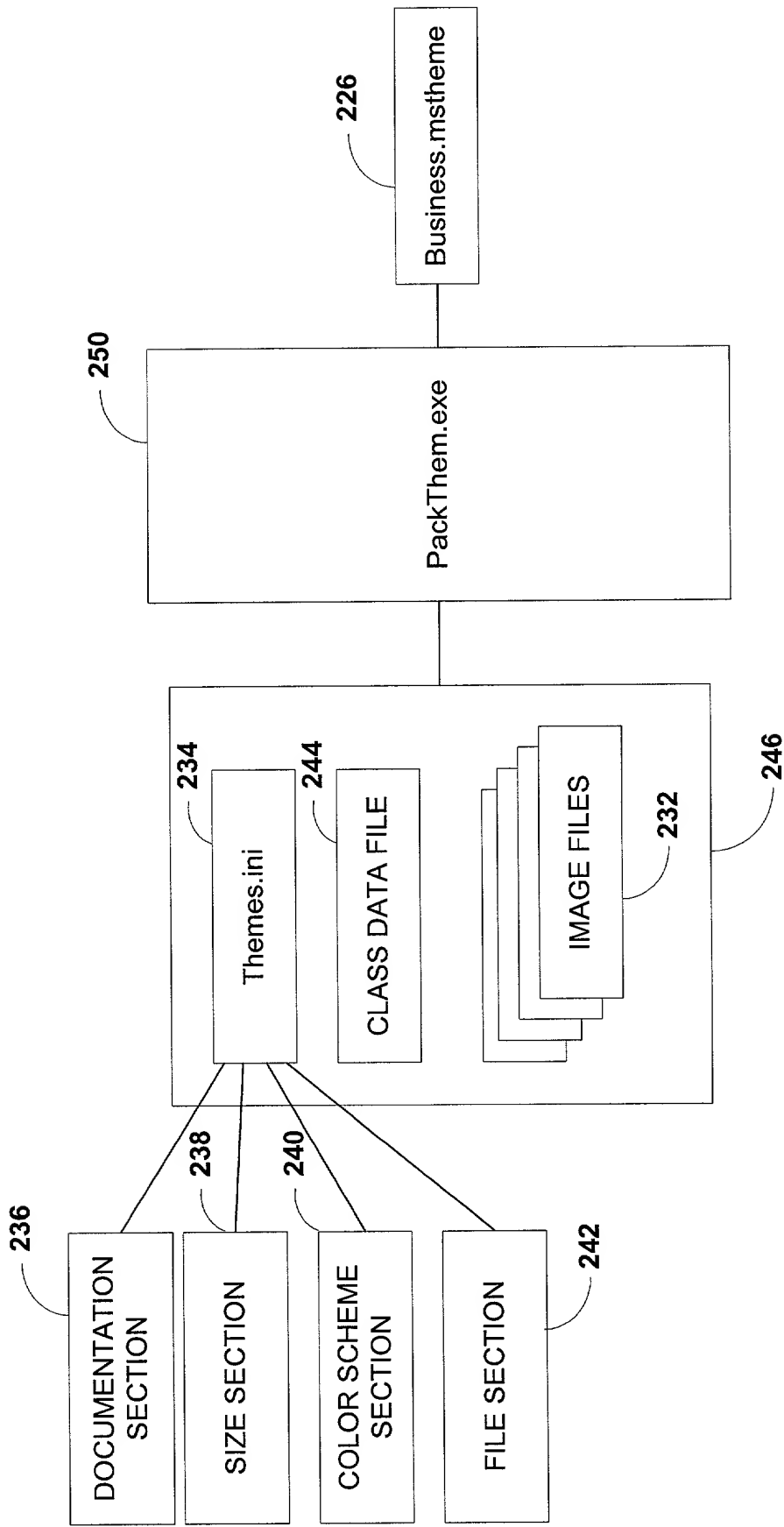


FIG. 5

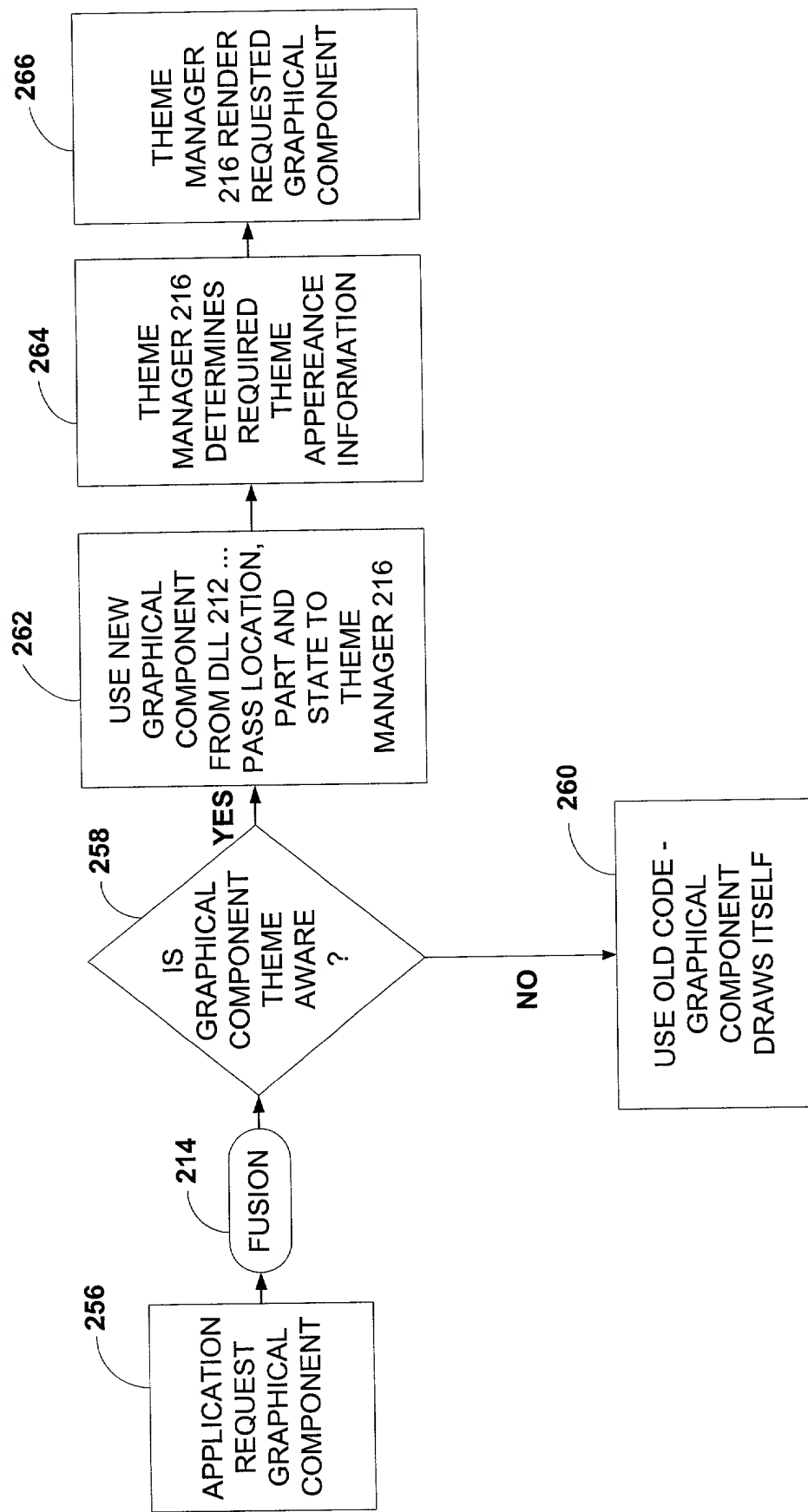


FIG. 6

FIG. 7 is a state transition diagram illustrating the states of a control element and the transitions between them based on user input and system availability.

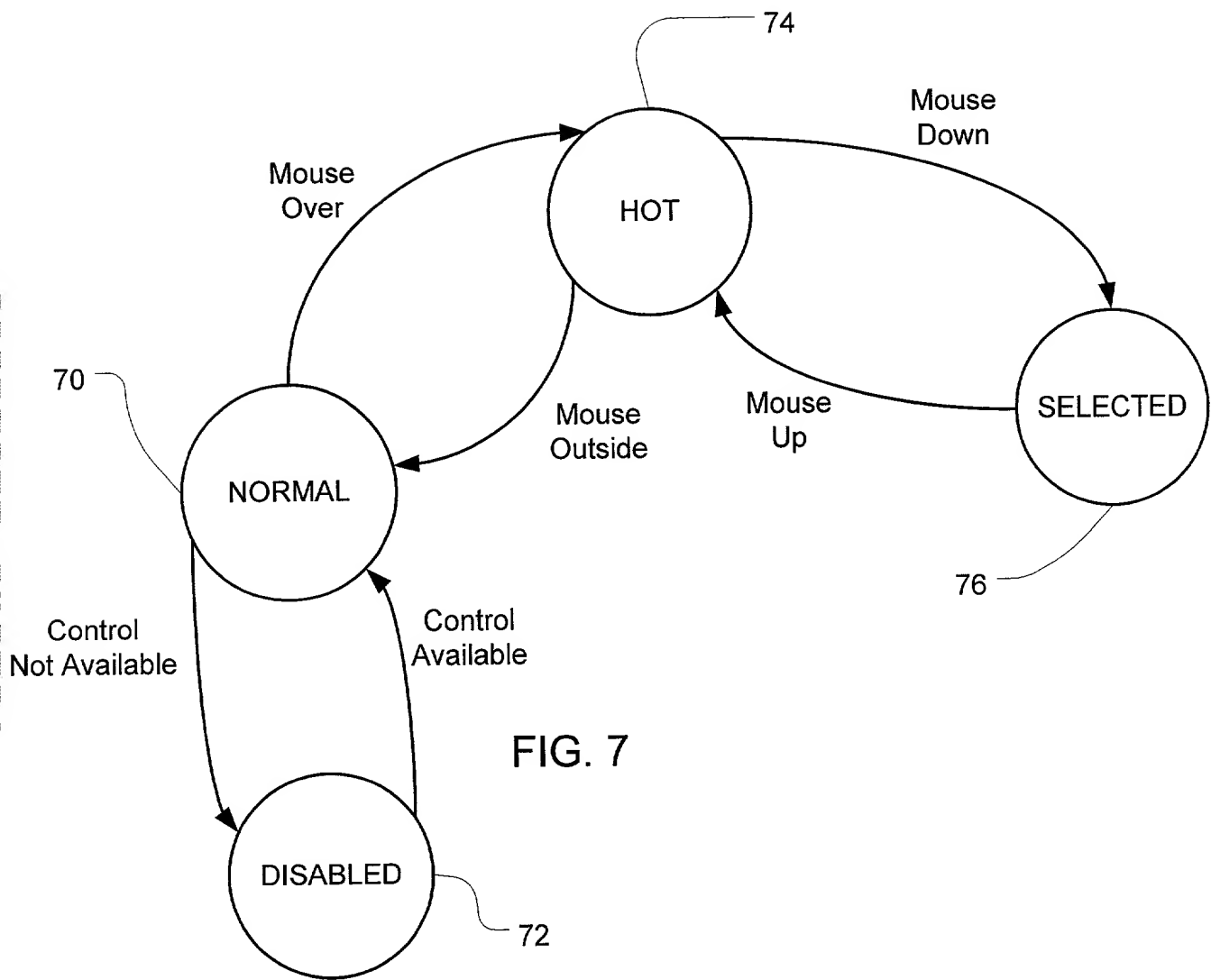
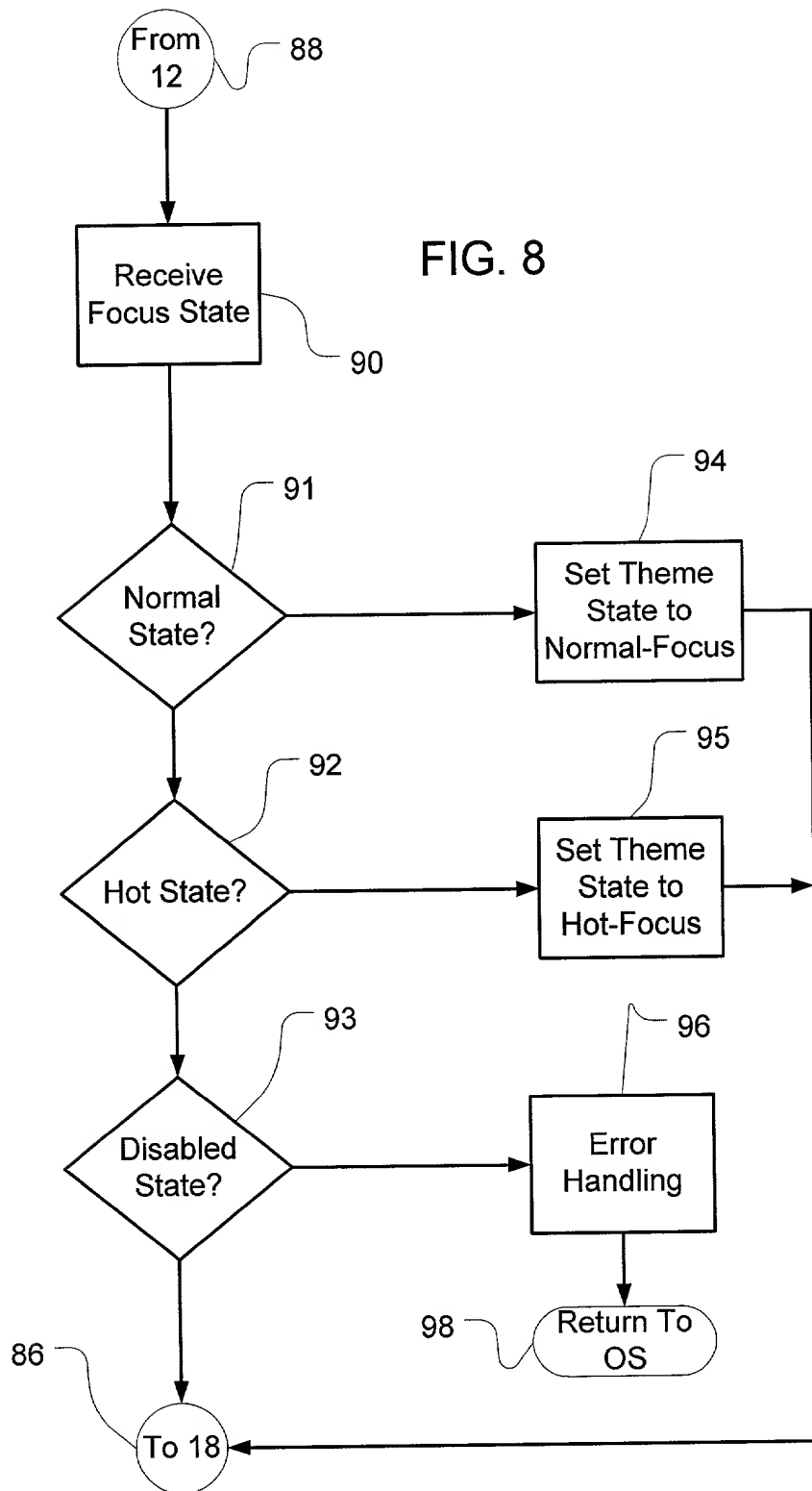


FIG. 7

FIG. 8





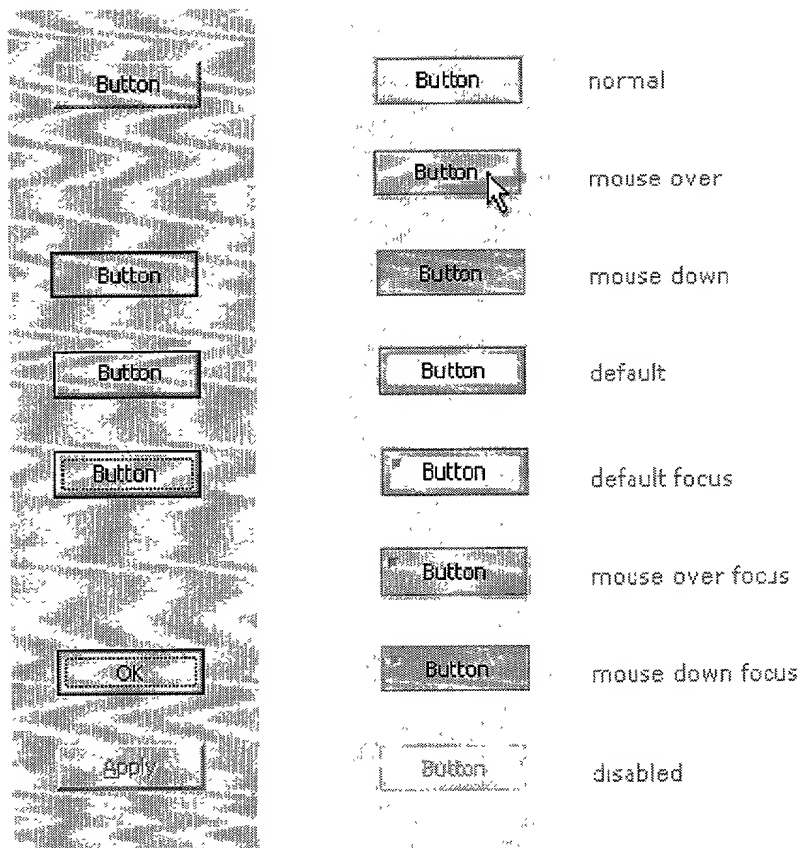


FIG. 9